



Complete Arcane: A Player's Guide to Arcane Magic for all Classes (Dungeons & Dragons d20 3.5 Fantasy Roleplaying)

By Richard Baker

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A new sourcebook outlining the use of arcane magic by any D&D character. Complete Arcane provides Dungeons & Dragons© players with an in-depth look at how to access traditional arcane magic and use that power to a character's advantage. It explains how magic affects life and gameplay in the D&D world, adding dimension to one of the most unique and popular aspects of roleplaying. Complete Arcane also contains a wealth of material for traditionally non-magical characters, so the tips and data provided will assist all class types. In addition to new feats, spells, prestige classes, and magic items, this title adds new and revised core classes to a player's character choices. There are also new arcane-related monsters and information on how to fight, join, or summon each one.

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Editorial Review

About the Author

Richard Baker works as a game designer for the RPG line at Wizards of the Coast, Inc. A New York Times best-selling novel author with *Condemnation*, he has also authored *The City of Ravens* and *Forsaken House*.

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